```
EntityContainer

    entities

    freeIDs

     + EntityContainer()
     + Create()
     + Destroy()
     + GetEntities()
                entities
            Scene

    objects

    quiObjects

+ CreateEntity()
+ DestroyEntity()
+ AddEntityToScene()
+ RemoveEntityFromScene()
+ AddGUIToScene()
+ RemoveGUIFromScene()
```

+ GetSceneObjects() + GetGUIElements()